

GAME BOY ADVANCE

AGB-APPE-USA

Disney's
PETER PAN
RETURN TO
NEVER LAND

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
MILD VIOLENCE

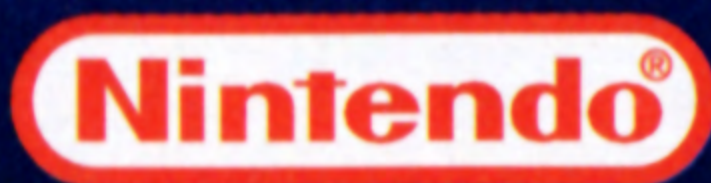
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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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HOOK'S EVIL PLAN

Peter returns to London to visit his friend, Wendy, and her children, Jane and Danny, and winds up taking the children back to Never Land for a visit of their own. But when they arrive, evil Captain Hook kidnaps Tinker Bell. The Lost Boys are missing, too, and if Peter isn't careful, Hook may get Jane and Danny. Without Tinker Bell, Peter's magical powers are gone. Even simple tricks for Peter, like flying, are now difficult. Can you help?

You'll control Peter Pan as he explores London and Never Land, and he'll need your help to defeat Hook and free Tink and Jane and Danny and the Lost Boys held captive throughout Never Land. You may even find yourself battling pirates on the dreaded ship Jolly Roger. Are you up to the challenge? There are lots of places to explore in Never Land and plenty of obstacles to overcome. You'll discover lots of special items to help him in his adventure. Just remember, though, that getting through Never Land is trickier than it looks. And always keep an eye out for Captain Hook's pirate crew. You never know where they are hiding.

CONTROLS

IN-GAME CONTROLS

You'll use these controls to guide Peter Pan through London and Never Land.



Control Pad

Direction and aim

A Button

Jump. Hold the button to jump higher. Double-tap A to put Peter into flight. Tap A again to stop flying.

B Button

Tap to throw Peter's knife. In Close Combat Mode, tap B while holding the L Button to swipe the knife.

L Button

Hold to start Close Combat Mode (knife swipe/slash)

R Button

Pick up Object / Throw Object

START

Pause Game

MENU CONTROLS

These are the buttons you need to press when you are on a menu screen.

Control Pad Up and Down

Highlight menu options

A Button or Start

Select option

B Button

Return to the previous screen

GETTING STARTED

THE TITLE SCREEN

After the legal information, you'll see a picture of Never Land. Press START to open the Main Menu.



THE MAIN MENU



Use Control Pad Up and Down to highlight New Game, Continue Game, or Options, and press A Button or START to select.

CONTINUE GAME

Select this to begin where you left off by entering a password. Use the Control Pad to highlight letters and the A Button to select. Passwords are given whenever you complete the levels in a particular location (London, Mermaid Lagoon, etc.).



NEW GAME

Starts a new game.

OPTIONS

Change various game settings, discussed below.

OPTIONS MENU

You change several game settings from this menu. Use Control Pad Up and Down to select an option to adjust. When you have finished, press the B Button to return to the Main Menu.



MUSIC

Set the background music volume - from Off to 100%.

SOUND EFFECTS

Just like music, set the sound effects volume from Off to 100%.

DIFFICULTY

Toggle Normal or Hard

CONTINUES

Choose 3 or 5. More continues will give you more chances to complete a level.

GAMEPLAY

There are seven different locations in Disney's **Peter Pan Return to Never Land** to explore, each consisting of numerous challenges and enemies. You'll start the adventure in London and continue to Never Land where you'll visit Never Land Forest, The Beach and Crocodile Creek, Mermaid Lagoon, the Lost Boys Hideout, until eventually battling pirates on Hook's Pirate Ship. As you progress, the challenges get harder and the enemies get tougher. It's a twisty trail all the way to the final duel with Captain Hook at fearsome Skull Rock.

MAIN GAME SCREEN



Peter can fly up and down, left and right, over obstacles, and sometimes even under them. Pay special attention to Peter's Life Bar. If it's too low, it might be a good idea to find some Apples or Hearts before fighting enemies.

A black silhouette of Peter Pan is positioned in the background, facing left. He is wearing a simple tunic and has a bow in his hand.

Life Bar

This is Peter Pan's health. Colliding with dangerous obstacles or getting hit by enemies will drain Peter's health. Apples and Hearts restore Peter's health.

Flight Bar

The length of Peter's flights are limited by the charge in his Flight Bar. Collect Pixie Dust Pots to charge the Flight Bar and make longer flights.

Feather Counter

Feathers are valuable in Never Land and you should help Peter collect them wherever you find them. The counter shows how many you have collected so far. Find 35 per level to earn an extra life.

WALKING AND DASHING

Not every obstacle must be flown around. Sometimes it will be much easier for Peter to get past obstacles the regular way - by walking. Use the Control Pad Left and Right Buttons to walk, and Control Pad Down to crouch. Double-tap the Control Pad Left or Right to have Peter make a brief dash left or right.

JUMPING

When a short hop is called for rather than a long flight, tap the A Button once to jump. To float back down slowly, press and hold the Control Pad Up during the jump. From the jump Peter can perform the 'Bum Bash,' an effective way to defeat enemies, detailed below.

FLYING

To succeed in Disney's Peter Pan Return to Never Land you'll need to become as skillful a flier as Peter Pan is. But what gives Peter Pan the ability to fly? Tinker Bell's Pixie Dust! Pixie Dust Pots are hidden throughout Never Land, and as you collect them, they add to the Flight Bar, which determines how long Peter can remain in flight. To fly, jump (A Button), then press the A Button again, and Peter is aloft. Use the Control Pad to control Peter's direction. While in flight the Flight Bar will slowly drain, so make your flights count. If you drain the Flight Bar completely, you'll need to find more Pixie Dust before flying again. To stop flying at any time, perhaps to conserve Pixie Dust, press the A Button.

DEFEATING ENEMIES

Captain Hook and his band of pirates will do whatever it takes to stop Peter Pan from rescuing his friends and finding the treasure. They'll block the way, or stand guard over keys and other items Peter needs to continue on the adventure. You'll also face numerous other enemies – crocodiles and dogs, not to mention monkeys, tigers, crabs and many more.

HAND-TO-HAND COMBAT

The knife is good for close, hand-to-hand fights against enemies. Press and hold the L Button to enter Close Combat Mode and tap the B Button to swipe at Peter's enemies. Use the Control Pad to control the direction of Peter's Knife attacks (Left, Right, and Up).

KNIFE THROWING

Knife throwing is one of Peter's best tricks, and you should practice this skill whenever you can. Tap the B Button to throw the knife. Don't worry about losing the knife when it's thrown because it always returns to Peter. Watch out for enemies throwing knives of their own, in which case you'll also need to practice dodging enemy attacks.

BUM BASH

Peter doesn't always need to use a knife to defeat enemies. He can also perform a 'Bum Bash' by leaping into the air and landing on top of an enemy, knocking him out. To do this, press Control Pad Down during a jump.

THROWING OBJECTS

Peter can throw more than his knife at his enemies. Flowerpots, for example, make great weapons. Press the R Button to pick up an object, and tap the R Button again when you're ready to throw. If Control Pad up is held while throwing, the object will have a different arc. Note: Peter cannot jump, fly, climb, or use his sword while holding an object.

COLLECTIBLE ITEMS



FEATHERS

Feathers are scattered throughout Disney's Peter Pan Return to Never Land. Collect 35 of the Feathers in a level, and you'll earn an extra life.



PIXIE DUST

You'll find pots of magical Pixie Dust hidden here and there in Never Land. Collect them all, since Peter needs Pixie Dust to fly. Each Purple Pot adds a small amount to Peter's Flight Bar, and the Gold Pixie Pot fills the bar completely.



APPLES

When found, these add a small amount of health to Peter's Life Bar.



HEARTS

Hearts are scattered throughout Never Land. Each restores Peter's Life Bar to 100% good health.



GOLD HEARTS

Gold Hearts increase the length of Peter's Life Bar, increasing his maximum possible health.



PAN PIPES

Three Pan Pipes are hidden in each location. Collect them all to unlock special Bonus Games (discussed below).



MOVIE REELS

Movie Reels open a movie clip from Peter Pan Returns to Never Land. There are four hidden in the game.

Once you've found a clip, you can watch it anytime you like from the Main Menu.



PETER PAN AND HIS FRIENDS



PETER PAN

Peter Pan will need to use every clever trick he knows to rescue his friends and beat Captain Hook to the Treasure.



TINKER BELL

Peter Pan's best friend. If anything happens to her, Peter will lose his magical powers.



LOST BOYS

The Lost Boys kidnapped by Captain Hook are hidden throughout Never Land. Find them to learn bits of information they have learned while held captive.

PETER PAN'S FOES



CAPTAIN HOOK

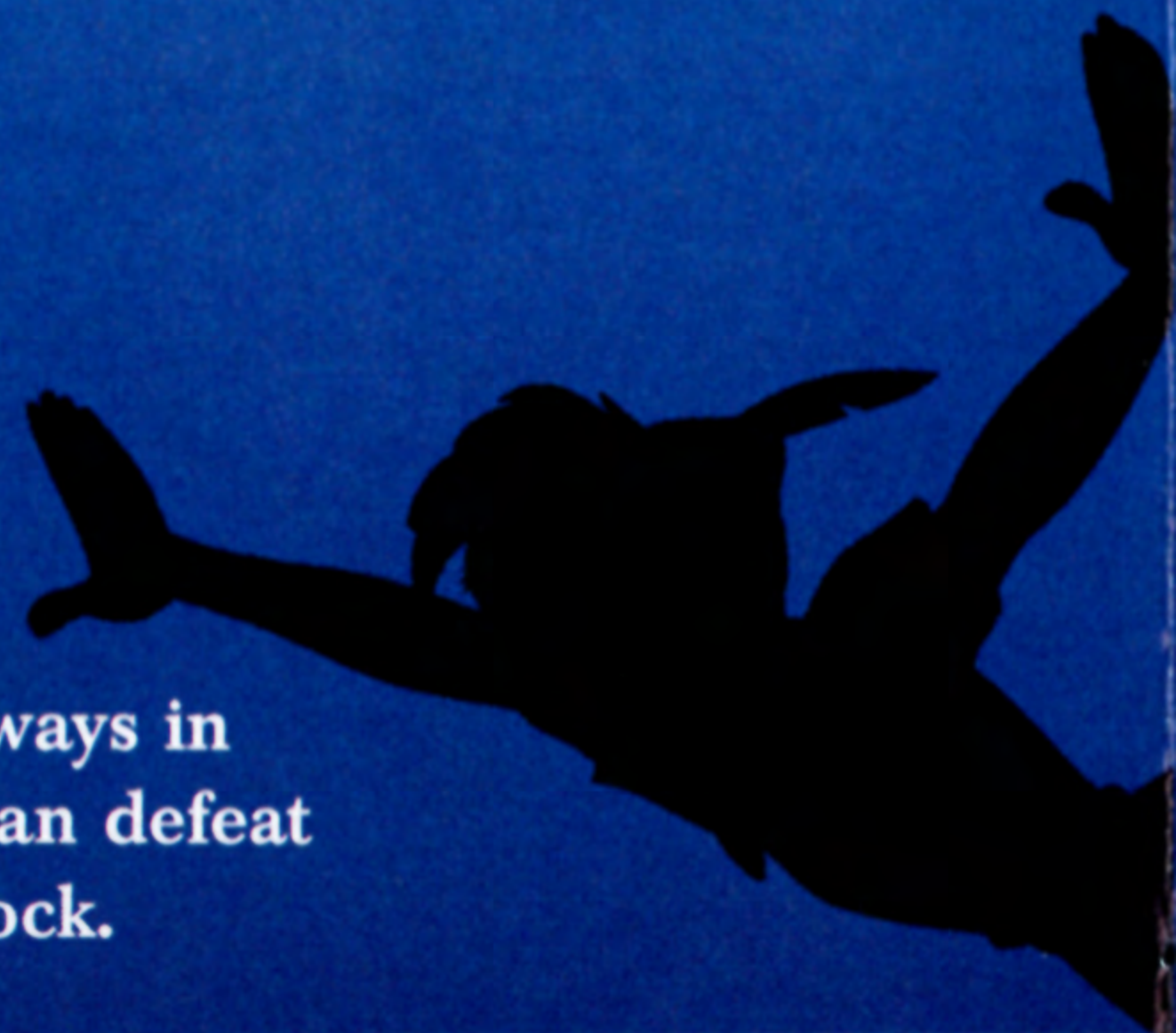
Evil Captain Hook is up to his usual evil ways in Never Land. It's up to you to help Peter Pan defeat him in a final duel at treacherous Skull Rock.



CAPTAIN HOOK'S CREW

Captain Hook's Crew will try every nasty trick they can think of to stop Peter Pan and Tinker Bell from reaching the Treasure before Captain Hook does.

Boss Pirate—All of the pirates are dangerous but keep your eye out for this scurvy dog. He knows where to find Hook, and you'll have to defeat him to find out.



OTHER ENEMIES

Hook and his crew aren't the only enemies you'll face.



Tic Toc Croc—You'll have a tough time defeating this angry crocodile, but don't give up. Try to get his alarm clock because you never know when it will come in handy.

BONUS GAMES

Find the 3 hidden Pan Pipes in each location to unlock a special Bonus Game after you've completed all the levels in the area. Succeed at these games and earn an extra life.

FLIGHT

Take to the skies. In this game you need to collect pots of Pixie Dust to stay airborne. In the bottom corner of the screen there's a bar indicating how much Pixie Dust you have (like the Flight Bar). If you run out of Pixie Dust, Peter will fall out of the sky. Above the bar is a counter that tells you how many pots of Pixie Dust you need to complete the stage. Beware of parrots and cannonballs. If the parrots hit you they will take some of your Pixie Dust away. But if a cannonball hits you, you will be knocked out of the sky.

CANNONBALL FIRING

Ready. Aim. Fire! You're aboard a ship of the line and in the distance on the beach are a group of unlucky pirates. Use the Control Pad to aim the cannon and hold the A Button to fire. The longer you hold the A Button, the greater the strength of the shot. You have 10 shots to clear the beach of pirates.

CREDITS

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ORIGINAL SONGS FROM DISNEY'S PETER PAN MOTION PICTURE

"You Can Fly! You Can Fly! You Can Fly!"

Words by Sammy Cahn

Music by Sammy Fain

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"Following the Leader"

Lyrics by Winston Hibler and Ted Sears

Music by Oliver Wallace

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“So To Be One of Us”

Music and Lyrics by John Flansburgh and John Linnell”

© 2002 Wonderland Music Company (BMI)

“Never Smile At A Crocodile”

Words by Jack Lawrence

Music by Frank Churchill

© 1952 Walt Disney Music Company

Music for Game Re-recorded by
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SPECIAL THANKS

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CUSTOMER SUPPORT

Internet Support

To access information about Disney Interactive programs on the World Wide Web, point your browser to www.disneyinteractive.com and click on the “ ? “ Customer Support icon. You may also email a Disney Interactive Customer Support representative at interactive.support@disneyonline.com.

Game Hints and Tips

Game hints and tips are available on the Disney Interactive Customer Support Web Site. To access Game Hints and Tips on the World Wide Web, point your browser to www.disneyinteractive.com and click on the “ ? “ Customer Support icon. If you do not have Internet access, please send a self-addressed stamped envelope with your request to the address below.

Mailing Address

If you wish to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

Telephone Support

You may contact Disney Interactive Customer Support at (888) 817-2962. Our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

TDD Support

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). The toll-free number is (800) 441-1243.

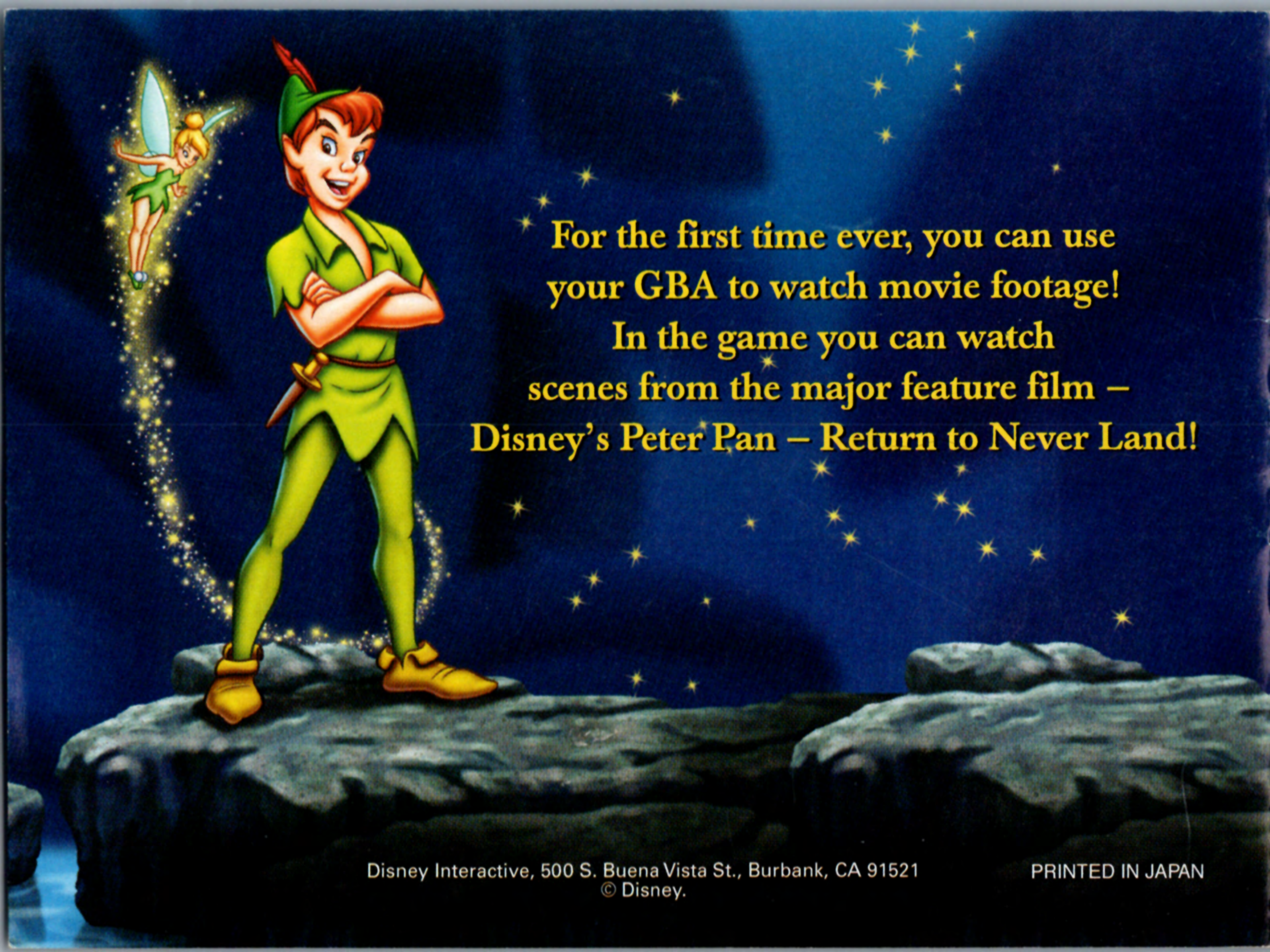
Replacing a Defective Game Pak or Missing/Damaged/Lost Items

If you need to replace a lost or damaged item, please call the number listed under Telephone Support. There is a \$20.00 fee to replace a Game Boy Advance Game Pak.

Warranty and Service Information

We are committed to bringing you the best software possible. If, for any reason, you are not satisfied with a Disney Interactive Game Boy Advance game, within 90 days from the date of purchase, please call the number listed under Telephone Support. We will gladly exchange the product for another Disney Interactive Game Boy Advance game or refund the purchase price, plus any applicable sales tax. This offer is good in the U.S. and Canada only.

NOTES

A promotional image for the video game 'Disney's Peter Pan - Return to Never Land'. Peter Pan, a young boy with red hair, a green cap with a red feather, and a green tunic, stands with his arms crossed on a dark, jagged rock. He is smiling. To his left, Tinker Bell, a small fairy with blonde hair and green wings, is flying upwards, leaving a trail of golden sparkles. The background is a dark blue night sky filled with many small, bright yellow stars. The overall scene is set in a rocky, outdoor environment.

**For the first time ever, you can use
your GBA to watch movie footage!
In the game you can watch
scenes from the major feature film –
Disney's Peter Pan – Return to Never Land!**